



# New Generation of Physical Ranges for Infantry Training: Bringing in Sensor Systems and VR Technologies

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1. REPORT DATE JUL 2010		2. REPORT TYPE		3. DATES COVE <b>00-00-2010</b>	red to 00-00-2010	
4. TITLE AND SUBTITLE				5a. CONTRACT NUMBER		
New Generation of Physical Ranges for Infantry Training: Bringing in Sensor Systems and VR Technologies				5b. GRANT NUMBER		
bensor bystems and vix reciniologies				5c. PROGRAM ELEMENT NUMBER		
6. AUTHOR(S)				5d. PROJECT NUMBER		
				5e. TASK NUMBER		
				5f. WORK UNIT NUMBER		
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)  Naval Postgraduate School, MOVES Institute, Monterey, CA,93943				8. PERFORMING ORGANIZATION REPORT NUMBER		
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)		
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)		
12. DISTRIBUTION/AVAILABILITY STATEMENT  Approved for public release; distribution unlimited						
13. SUPPLEMENTARY NOTES  10th Annual MOVES Research and Education Summit 2010, 13-15 July.						
14. ABSTRACT						
15. SUBJECT TERMS						
16. SECURITY CLASSIFIC	17. LIMITATION OF ABSTRACT	18. NUMBER OF PAGES	19a. NAME OF RESPONSIBLE PERSON			
a. REPORT <b>unclassified</b>	b. ABSTRACT <b>unclassified</b>	c. THIS PAGE unclassified	Same as Report (SAR)	14	RESPUNSIBLE PERSON	

**Report Documentation Page** 

Form Approved OMB No. 0704-0188



## M&S Solutions in Training Domain



#### Now/majority of solutions:

- Support Live-Virtual-Constructive sub-division
- Advocate a replacement of training on physical ranges with training using simulations

#### ISSUES to be considered:

- Training needs
- Is such subdivision productive?

#### We propose...



Go for an organic, eclectic mix of training approaches, technologies, systems and tools that support training objectives in given training environment, most effectively:

- They feed into (and off) each other
- They cover the largest portion of training cycle
- They serve majority of users (instructors & trainees)

→ Recognize & respect the input from domain / end users: they are your team members

# Ranges for Urban Warfare: outdoor



Now: a set of disjoint 2D video streams













# Ranges for Urban Warfare: outdoor



Future: "BASE-IT" approach

#### real time 2D











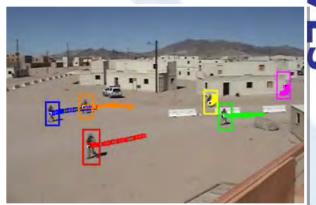


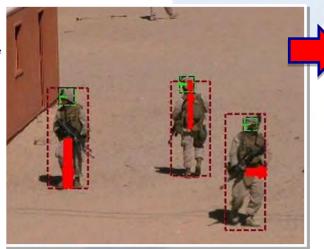
#### real time 3D



#### Technologies Used



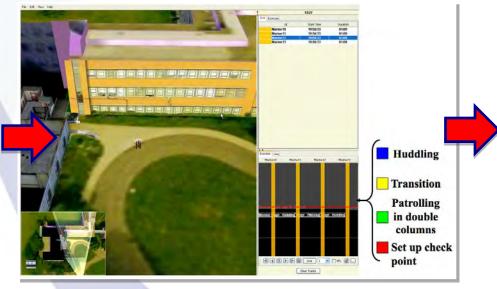




**Multi-sensor system** (USMC cameras, GPS & IMUs) with automated calibration & camera management

Marine tracking: Derive high precision multidimensional data sets with 3D position, posture, head / torso / weapon orientation

## Technologies Used



Conduct automated behavior analysis - recognize basic and complex behaviors, and provide automated performance evaluation for teams and individuals



Visualize data and results of behavior analysis on multiple platforms, and enable quick searchers and "free play" (behavior synthesis)

# Military Relevance & Operational Impact



- Enhanced preparation for training in urban warfare: play-back and analysis of training runs conducted by other units, intuitive tools for mission planning.
- Improved effectiveness of After Action Review:
   Instructors provided with quantitative measures about unit performance,
- Smart searches & quick review of recorded unit performances (3D data) and 'what-if' scenarios.
- USMC-wide benefits: analysis of historical data and trends across many units.

# Ranges for Urban Warfare: indoor



Now: 2D virtual humans





## Ranges for Urban Warfare: indoor

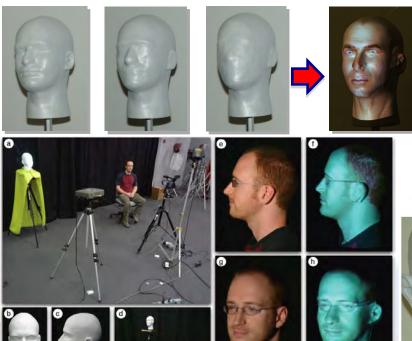
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• Future: "3D Display and Capture of Humans

for Live-Virtual Training" approach





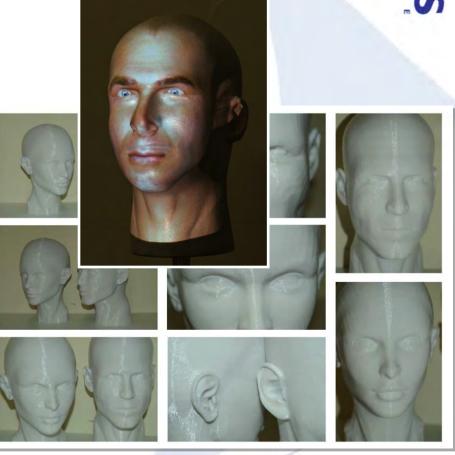




#### 2 Demo Stations (Wednesday evening)







Virtual Sand-Table

**3D Virtual Humans** 

13 Jul, 2010 WA- 212A WA-212B

#### Shameless Plug-in...



We have 2 National Research Council (NRC)

PostDoc positions open – one for each project.

Any recently graduated PhD interested?

→ contact me

#### Fields:

- Modeling and Simulation,
- Human Factors,
- Computer Science,
- HSI.

#### The Team











